

**IN THE SPECIFICATION:**

Please replace the paragraph beginning at page 4, line 27 of the specification with the following rewritten paragraph:

An RF (Radio Frequency) signal which is a read signal output from the pickup 3 is amplified by an RF amplifier 8 and then is supplied to an EFM (Eight to Fourteen Modulation) decoder 9. The EFM decoder 9 applies error correction of the CIRC (Cross Interleave Reed-Solomon Code) scheme to data of the read signal and carries out EFM demodulation. An output of the EFM decoder 9 is connected to a memory controller 10 that controls writing and reading of a memory 11 which is a DRAM. The memory controller 10 controls writing and reading of EFM-demodulated data to and from the memory 11 when the MD 1 is played. Data read by the memory controller 10 is deleted from the memory 11. Connected to the memory controller 10 via a selection switch 12 are two audio compression decoders 13, 14. Data read by the memory controller 10 is supplied to either one of the audio compression decoders 13, 14 selected by the selection switch 12. The audio compression decoder 13 demodulates a digital audio signal that has been compressed and recorded by means of audio compression technology of the ATRAC (Adaptive Transform Acoustic Coding) method. The audio compression decoder 14 demodulates digital audio signal that has been compressed and recorded by the audio compression technology of the ATRAC3 method that has a higher compression rate than the ATRAC method. The audio compression technology of the ATRAC3 method has two modes of compression rate, double compression and quadruple compression. The audio compression decoder 14 corresponds to the both modes of compression rate while switching the compression rate in accordance with a command from the player controller 16, which operates as a judging device. The digital audio

signal provided by the audio compression decoder 13 or 14 is converted into an analog audio signal by a D/A (digital to analog) converter 15.